BLOCK MANIA

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PROPOSAL

For project 2, I decided that I would like to continue building upon the second project from the last semester; integrating new skills and knowledge to the plat-former. For the sake or organizing myself, I will be re-building the game from the scratch though taking a few key key assets as inspiration. I want the theme of the game to remain, but continue improving upon look & visual development.

So what's new this time? For one, my previous code was very messy, although somewhat functional it certainly was not the most efficient way to go about it. The physics relied on a lot of unnecessary variables. This time, I will be utilizing the engine already established in Phaser 3, which I have taken upon myself to look ahead of the week's material. The prototype that I have produced for this phase of the project is a demonstration of what I have learned so far.

A lot of the original game objects were messy and clustered, requiring a lot of unnecessary effort and various scripts to run them, making my code much longer than it should have. Luckily, Phaser 3 has shown me a create() method that makes items easy to duplicate and tweak to my leisure. An original idea that I wanted to implement was a way to move objects around, the world to reach higher places, luckily Phaser makes that possible, as well as allowing me to access certain properties such as mass and friction. A new idea that I want to implement is point collecting, a mechanic seen in games such as Banjo Kazooie and Super Mario 64.

Indeed, so far Phaser has shown a lot of promise, and I have barely scratched the surface. I am hoping with the upcoming class material I will be able to get a better grasp of the program and make the best of it.

LOOK DEVELOPMENT

My project will have the same type of feel as the original. I will be modeling assets on Maya to produce the visuals. Phaser 3 makes it much easier to implement sprite-sheets and turn images into solid matter. I took the liberty to look ahead and 3D integration or "Enable3D" via Phaser, but once again this seems a little too advanced for me at the moment so I will be sticking to a 2.5 visual.

For the time, I will be sticking to using basic geometrical shapes to get the hang on using physics on Phaser. Phaser also has a variety of artificial lighting and rendering which may help improve the look of my game. Something which I would like to implement as well is a way to offset a shadow to follow the character and the objects around which I will look into. I would like to have depth of field bring out a sense of depth. I consider myself more of an artist than a technical person, which is why I like emphasizing on visuals.

GAMEPLAY MECHANICS

I would like to change the objective of the game to being a point-collective where the player has to solve puzzles and get around obstacles to reach them, similar to the foundations set by Super Mario 64 and Banjo Kazooie. A moveable camera is apparently made possible by Phaser's engine as well, so the canvas won't just be limited to one area. I'd like to add as many levels of possible, but I'd rather focus on quality and learning the engine than over-working myself. The main premise of this game will be a "demo", which will include a hub world and a larger "Jungle Environment" level where the player has to scout around and collect stars.